UNIVERSIDAD DE GRANADA

MODELO DE PRESENTACIÓN CORPORATIVA
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DyNGoS (Dynamic Network for Gamification of Science)

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SUMMARY

Gamification incorporates elements of gaming into traditional learning process (rankings, goals, levels, rewards,...).

Serious gaming are complete games that simulate a real situation which is used for training and learning.

Both offer similar benefits to engage students at different education levels:

- Students take active part in the learning process.
- Increase motivation.
- Collaborative and significant learning.
- Put knowledge into practice.
- Pedagogical value of fun and competition.

"It's play that helps us do serious things better" — Daniel Debow
TEAM
PEOPLE AND SUBJECTS INVOLVED

PEDRO ÁLVAREZ LLORET
Geology | University of Oviedo

CRISTINA AZNARTE MELLADO
Chemistry | IES Aricel, Granada

DIEGO NIETO LUGILDE
Biology | University of Córdoba

MARTA NIETO LUGILDE
Biology | University of Murcia

CARLOS TORRECILLA SALINAS
Maths & Physics | University of Sevilla | Vrije Universiteit Brussel

RAFAEL NAVAJAS PÉREZ
Biology | University of Granada
GOAL 1
Popularization
To promote scientific culture by creating significant learning experiences. To increase students engagement.

GOAL 2
Gamification
To use strategies for gamification of main scientific areas: Biology and Geology, Physics, Chemistry, Maths

GOAL 3
Validation
To validate potentiality of already designed serious games as innovative teaching tools at different education levels.

GOAL 4
Creation
To design new gamification strategies and serious games.
We have created the Dynamic Network for Gamification of Science (DyNGoS) and this work is its formal launching.

We have designed two serious games, Mendelius (Genetics) and Territory (Environmental Sciences).

We are testing the potentiality of already designed games at different education levels.

We are currently designing new strategies and serious games.

More games to come
Uploading…
Mendelius is being used in about 100 Spanish high-schools and some Sudamerican education centers to teach Mendel’s Principles.

- >4000 downloads of Mendelius app from GooglePlay store.
- Unk. downloads of Print&Play version.
- A version in English and French is currently being generated.
**IMPACT**

**RELATION BETWEEN PROJECT AND ENGAGEMENT**

Territory

A tabletop game to raise awareness of the complexity of Environmental Sciences and the need to balance between human development, societal welfare, and nature protection and conservation.

- Territory has been piloted both in Brussels and Granada in several gaming sessions.

- It has also been used to introduce the subject to future students of Environmental Sciences.

- We plan to introduce it in real learning experiences as part of the Environmental Sciences degree.
Further information
IF YOU WANT TO KNOW MORE ABOUT IT

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